Seth George

www.sethgeorge.me

sethg13@gmail.com

www.linkedin.com/in/sethg13

# Education

## Iowa State University of Science and Technology *Class of May 2016*

**Software Engineering**, Bachelor of Science

|  |  |
| --- | --- |
| Languages Java  C#/.NET  C++  C  Python  JavaScript  WebGL / Three.js  SQL Tools Unity  Vizard  Maya  Photoshop  Eclipse IntelliJ  Visual Studio  Git  Trello  Jira  Google Docs Soft Skills Scrum  Agile  Project Management  Team Leadership  Design Patterns  Data Collection | Relevant ExperienceFull-Stack Software Developer (Contract)*Gopher Sport Edina, MN Jan 2018 - Mar 2018*  * Work with team to maintain four live websites * Made bug fixes for the eCommerce websites * Add features to their content management system   **Tools Used:** Java, Spring, JavaScript, MySQL, Thymeleaf, Broadleaf, and Trello  **Project:** This job was to work through the usual list of bugs that accompany a platform launch, as well as add some new features that were to be included shortly following the site launch, such adding custom features to the CMS that help control front-end content display. Robotics Lab Technician*Osaro San Francisco, CA Dec 2016 - Aug 2017*  * Collected data to evaluate the machine learning experiments * Piloted and maintained robots * Wrote C++ and Python code to pilot robots with Vive controllers   **Tools Used:** C++, Python, OpenVR API, and Zenhub  **Project:** The Vive robot controller project was a self-given project while at Osaro, a startup focused on machine learning. The goal was to develop software that allowed remote control of a robotic arm with HTC Vive controllers. Working with a robotics engineer, C++ was used for controlling and interfacing with the robot, and Python was used for gathering and recording tracking data output via calling the OpenVR API. Virtual Reality Research Assistant (Independent Study)*VR Navigation Lab Ames, IA Jan 2013 - May 2016*  * Created 3D virtual environment for VR experiments * Wrote python scripts for Vizard to conduct studies * Published for study on depth perception in virtual environments   **Tools Used:** Python, Vizard, and Maya  **Project:** The study was on why people underestimate distances in virtual environments. We used a replica of a real-world environment to see if it reduced the acclimation period for the virtual environment. I wrote python scripts to run the experiment and made the replica with Maya. The research paper was titled Comparison of Two Methods for Improving Distance Perception in Virtual Reality. |

**Psychology** (Cognitive Focus), Bachelor of Science

# Additional Experience

## IT Technician (Contract)

### *Proactiv IT San Francisco Bay, CA Jun 2016 - Dec 2016*

• Set up workstations for tech companies in the Bay Area

• Was deployed to Inuit, LinkedIn, and Palantir, among others

• Lead teams and provided training for new hires

## 3D​ ​Graphics​ ​Designer

### *Department​ ​of​ ​Education Ames, IA Summer of 2015*

* Made​ ​3D​ ​assets​ ​for​ ​virtual​ ​classroom
* Created​ ​meshes​ ​and textures​ ​with Maya and ​Photoshop
* Models​ ​were​ ​donated​ ​to​ ​the​ ​open​ ​source​ ​community

## IT Intern

### *Barilla Ames, IA Summer of 2013*

* Sole on-site IT Technician in the entire plant
* Diagnosed issues and performed general hardware troubleshooting
* Lead training on computer use instruction and software tool use

## IT Technician and Help Desk

### *Iowa State University Ames, IA Aug 2011 - May 2016*

* Built computer labs for both faculty and student use
* Provided customer service as helpdesk and answering tickets
* Developed system for deploying hardware and software

**Projects**

## Senior Design Project

### *Iowa State University 2016*

**Tools Used:** Java, JDBC, Python, and SQL

**Project:** The project name given by the professor was Machine Learning and Big Data: From Data to Decision Making with Application to Advertising and Promotion of a Steam Game. The idea was to build a graph of nodes from the information gathered via the Steam API and crawling the user and game profiles. After feeding that information into our neural network, we would be able to determine a given game’s critical user nodes within its player base and see how much influential pressure that user puts on adjacent nodes to determines who are the trend setters within a group friends, and thus how to spread publicity via word of mouth the most efficiently.

## Othello

### *Iowa State University 2016*

**Tools Used:** C# and Unity

**Project:** This Unity project was done to learn about AI development, specifically the alpha pruning algorithm. This pruning technique is ideal for this game since the AI goes through all the possible moves to see what the most valuable move would be, and on the hardest difficulty the AI looks ahead 10 moves.

## Mind Maze

### *Iowa State University 2014*

**Tools Used:** C++, OpenGL, and QT

**Project:** Mind Maze was a group project for a Software Development Practices course at Iowa State. The goal was to use an EEG to register brain wave patterns as neural event triggers. We can then use those triggers to allow the user to navigate through a randomly generated 3D maze with thought.